Amendments to the Specification:

Please amend the paragraph (section) beginning on page 6, at line 20 as shown below:

Facade geometry can be obtained from the "laser cloud" of reference points derived from the laser scan. This can be done, for example, by tracing the cloud data by identifying base planes and extrusions and mapping onto corresponding elements on the photography, for example by identifying city units and treating one at a time. Alternatively geometry can be traced from the photograph and the laser cloud overlaid. The system can embrace multiple viewpoints and use mapping tools capable of various software steps. Those software tools and steps include perspective view alignment tools to drape photography from multiple viewpoints onto point data, and tools to align three dimensional points/planes to image pixels. In addition tools include image manipulation tools such as a morph function to create a surface map from two or more sources, colour correction between photographs from different lighting conditions and lens distortion correction. Three dimensional trace tools can be implemented to create faces from cloud data and intuitive cutting and extrusion tools can be used to build detail from simple surfaces. Photography can be automatically mapped to faces produced from the laser cloud data allowing "auto bake" textures. As a result simple "un-wrapped" textures compatible with the directX and open GL graphics standards are provided. The data output is capable of 3D studio/maya/microstation/autocad/vrml support and provides support for digital photography including cylindrical, cubic and sypherical panoramic image data as well as support for laser data from appropriate scanners such as CYRA (ibid), RIEGL (www.riegl.co.at) (www.giegl.co.at), Zoller & Frohlich (www.zofre.de) and MENSI (www.mensi.com).